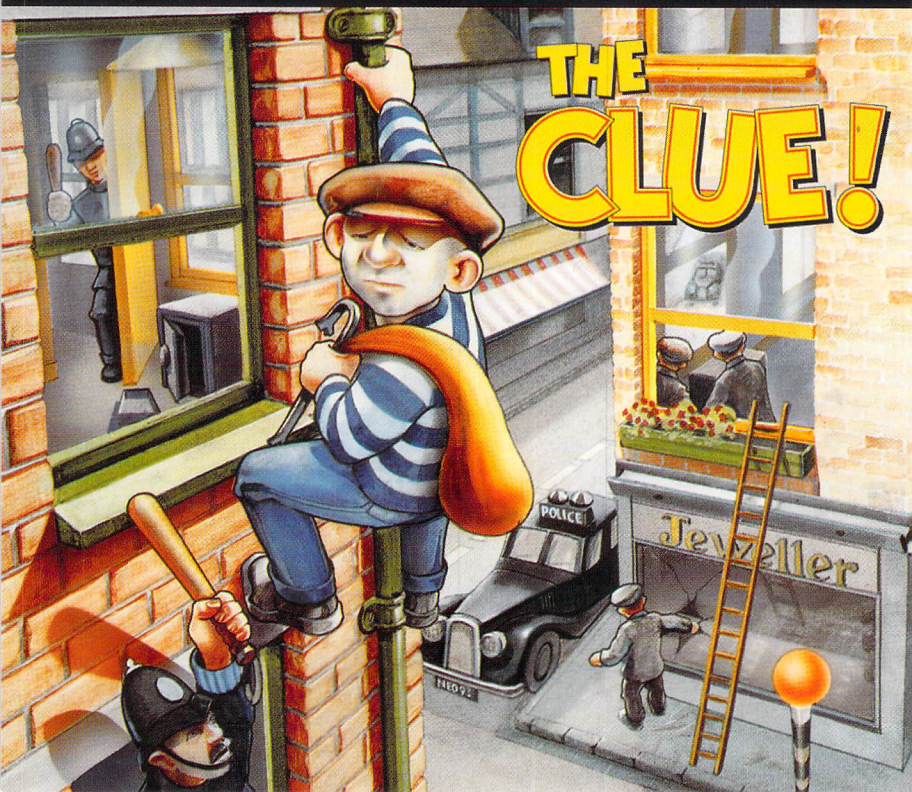


AMIGA CD 32™

Commodore



AMIGA CD32™

Commodore

neo

THE CLUE! © 1994 NEO

THE CLUE! © 1994 NEO

The Clue!

Special features of the CD-32 version.

All paragraphs in the manual, containing information about keyboard-control, loading and saving games are not valid any more.

You will now be able to control the whole game with your joystick, which should be connected at port 1.

Joypad: Red, green, yellow and right black button are equal to the firebutton.

Blue and left black button are equal to the escape-key (ESC).

The black pause-button offers the following menu:

Continue	Store game	Enter password
	Load game	Show password

Continue: Quit this menu.

Store game: With this option you are allowed to save up to four games temporarily. These four games are only saved until you switch off your CD-32 or press the reset button!

Load game: You are able to load a stored game.

Enter password: (See also 'Show password').
Here you can enter a password. Your actual game will be erased! You will now continue at that position where you got the password.

Show password: To avoid starting the game from the beginning after you have switched off the CD-32, The Clue! uses a passwordsystem. The actual password will be displayed after every burglary. If you forget the actual password you can have a look at it with this option.

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